

**DEAD OR ALIVE** 3**TRADING** | **MARKET**

Name: Address:
 City: State: Zip:
 Country:

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eyes or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or consciousness that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farthest from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions.

Some televisions, especially flat-panel television types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, creating a permanent shadow of the static image to appear at all times, even when other games are not being played. Similar damage may occur from static images created when playing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Thank you for purchasing *Dead or Alive 3* software for the Xbox™ Video Game System from Microsoft. In order to get the most out of the game, please read this game manual thoroughly before playing.

The game screens used in this manual may differ from those of the actual game.

Dead or Alive 3 supports Dolby Digital 5.1ch. Dolby Digital 5.1ch output requires a compatible system including speakers and either an Xbox Advanced AV Pack or an Xbox High Definition AV Pack, both of which are sold separately.

Dead or Alive 3 supports the progressive display format (480p), which requires a compatible television and an Xbox High Definition AV Pack (sold separately).

Using the Xbox™ Video Game System



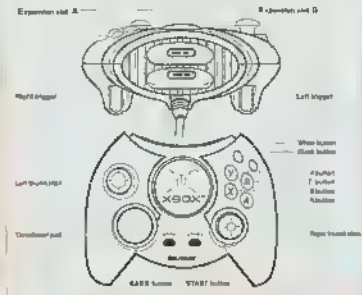
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open
4. Place the *Dead or Alive 3* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Dead or Alive 3*.

Avoiding Damage to Disc or the Disc Drive

To avoid damage to discs or the disc drive,

- Insert only Xbox-compatible discs into the disc drive
- Never use oddly shaped discs, such as 8-shaped or heart-shaped discs
- Do not leave a disc in the Xbox console for extended periods when not in use
- Do not move the Xbox console while the power is on and a disc is inserted
- Do not apply labels, stickers, or other foreign objects to discs

Using the Xbox Controller



- 1 Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
- 2 Insert any peripheral (for example, Xbox Memory Unit) into controller expansion slots as appropriate.
- 3 Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Dead or Alive 3*.

DEAD OR ALIVE®

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Prologue

Ryu Hayabusa, the Super Ninja, put a stop to the evil doings of Tengu Bankozu-bu. But it was too late to stop the Tengu of Destruction from triggering a massive, worldwide collapse.

The collapse turns up a dense cloud that covers the entire planet in a shroud of darkness and the DOATEC has gone astray, turning into the hunting grounds for power-hungry scum artists.

This is when DOATEC's Development Department - a fortress for state-of-the-art military technology - witnesses the success of a genius. Following Project Alpha and Project Epsilon, the ever-ambitious Dr. Victor Demovitch completes the Omega Project, producing a new superhuman Genie.

This man, who was once leader of the Hōjin Black Ninja, is no longer human. He - or it - is a force of singular and unprecedented capabilities.

A slaughterhouse has now been provided as the exclusive domain of the Omega superhuman. It is a realm that has come to be known as the World Combat Championship, "Dead or Alive 3."

Game Controls

This game is designed for use by one to four players. This section describes basic controller operations.

Directional pad

Controlling characters
Menu selection, etc

X button

Free (Hold and Guard)

Y button

Punch

A button

Throw (evade throw)
Confirm in the menu, then proceed to the next screen

B button

Kick
Cancel in the menu and return to the previous screen

White button

Punch + Kick

Black button

Tag change (for use during Tag battle only)

Right trigger

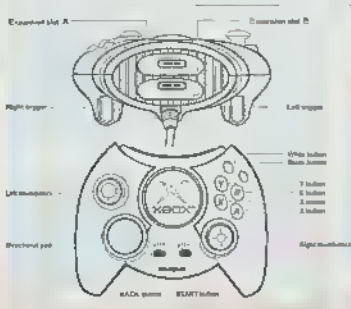
Free + Kick

START button

Pause during game
Confirm in the menu, then proceed to the next screen

BACK button

Cancel in the menu and return to the previous screen



Game Reset

You can perform a soft reset and return to the title screen by holding down the START and BACK buttons for three seconds.

Operations shown in black letters are battle operations.

⬢ Represents the X button in the game. Likewise, ⬢ represents the Y button and ⬢ represents the B button.

- * To play with two or more players, you will need to purchase a controller (sold separately).
- * Use the Options mode (page 21) to switch the vibration function on and off.
- * The operation method shown uses the default button assignments. Use Controller Settings in Options mode to change settings.
- * Pressing the START button pauses the game.

Starting the Game

Game Mode Select

Press the START button on the Title screen to display the Game Mode Select screen. Use the directional pad to select a mode and press the A button.



Character Select

Use the directional pad to select a character, then press the A button. Next, use the directional pad to select the character's costume and press the A button.



Rules

1. Criteria for winning battles

In battle, the condition specified below are required for a net victory and the player that wins the predetermined number of sets wins the battle.

KO:	Opponent's health falls to 0
Time Up	Your health is greater than your opponent's at time up

2. Draw and sudden deaths

A draw occurs when both parties have the same amount of health remaining at time up, or in the event of a double KO. In the event of a draw, both parties earn points for that set. If both parties reach the number of sets required for victory at the same time, a sudden-death match is held. If there is no clear winner even after sudden-death combat, the champion is declared the winner.

3. Continue

Press the START button within the allotted time following Game Over to issue another challenge.



Battle Screen



Set count

Displays the number of sets required for victory. One light will illuminate for each set victory. The battle is won when all lights are lit.

Each side in a tag-team battle will show two life gauges. The life gauge for the character in combat will be displayed at the front.

Time

Time up occurs when this counter reaches 0.

The side with the most remaining on his or her life gauge wins.

Life gauge

A player loses if his or her gauge drops to 0.

About the menu during game pause

Pressing the START button during a game pauses the game. A menu screen will be displayed.



CONTINUE

COMMAND LIST

CHARACTER SELECT

QUIT

Covers the screen and continues the game.

Displays the command list for the character.

Ends the game and enters the Character Select screen.

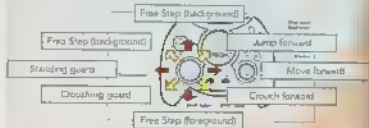
Ends the game and returns to the title screen.

Basic Operations

This section explains the basic operations applicable to all characters. The following operations assume that the character is facing toward the right.

Character Movements

- ↖ Forward dash ⚡ Run
- ↙ Backward dash ⚡ Crouching dash



Free Steps

- ⬆ Background movement
- ⬇ Foreground movement

Free steps allow you to control the character freely. During a free step, use the directional pad to move the character in any direction.

Let go of the directional pad to snap out of the free step.

Legend

The button shown is the X button, the button is the Y button and the button is the B button (when default settings are used).

⏏ Indicates a short press of the directional pad, while the ➡ indicates a long press.

Strikes

Punch

⚡ Kick



Each character has their own strike moves. Combining them with the use of the directional pad, you can execute various attacks.

Types of attacks

- | | |
|-------------------|--|
| High attack | Hits standing opponents |
| Middle attack | Hits both standing and crouching opponents |
| Low attack | Hits both standing and crouching opponents |
| Super High attack | Hits standing opponents, no guarding |

Critical Combos

When your opponent staggers, you have an opportunity for a series of attacks. String your strikes together in the right combination to cause maximum damage.

Guarding

- ⬆ Standing guard
- ⬇ Crouching Guard

Attacks can be made high, in the middle, or low. You can parry high and middle attacks with standing guards, and low attacks can be parried with crouching guards. You can guard against high attacks by crouching and low attacks by jumping.



Throws

□ + □ Ordinary throw



□ + □ + □ Low throw



When your character is too close to your opponent, you can use the F + P buttons to throw him or her. Different characters have their own special throws. Use the directional pad in combination with the F + P buttons to execute more powerful throws.

Evade Throws

□ + □ Evading Ordinary throws

↑ + □ + □ Evading a string of throws

Ordinary throws can be evaded by pressing the F + P buttons the instant you're thrown. Some characters will throw again soon after the first throw. Well-timed use of the F + P buttons will enable you to evade that throw.

Holds

(Against a high attack) □ + □ High hold

(Against a middle attack) □ + □ Middle hold

(Against a low attack) □ + □ Low hold



By properly timing the entry of your command against the attack of your opponent, you can fend off his or her attacks and launch a counterattack. Be aware, however, that the method of entering the Hold command differs depending on the type of strike.

Critical Hold

When you receive a hit as a counter, you may be forced into "critical status," during which time you'll be unable to guard yourself or attack. Critical Hold will relieve you from critical status, providing a chance to recover from an unwanted situation.

Down Attacks

□ + □ Down attack



□ + □ or □ + □ Follow-up attack



When a character gets down, you can execute a follow-up attack. Use the P or K button for the follow-up attack, depending on the character.

Down attack

Down attack causes more damage to the opponent, but it also gives the opponent an opportunity to retaliate while you are trying to attack.

Getting Up

Press □ button several times in succession.

Get up quickly at your present location.

Press ↑ + □ button several times in succession.

Roll toward the background and get up.

Press ↓ + □ button several times in succession.

Roll toward the foreground and get up.

(While getting up) Press □ button several times in succession.

Rising middle kick.

Press ↓ + □ button several times in succession.

Rising low kick.

Use the directional pad to get up after being knocked down. Some characters also have special attacks that can be used while getting up.

Game Modes

There are nine different game modes. Two players can play in Versus mode or during a surprise attack. When two or more people play, additional controllers are required (sold separately).

STORY MODE

This mode allows you to follow a story involving the character you have selected, and to attempt to complete the story. Battle in a tournament against the computer - if you defeat all of the enemies, the game will clear and you will be on your way toward completing the story. However, if another player interrupts during play, you must engage in battle with him or her.

At Game Over, the screen will switch to the Continue screen. Press the START button while on this screen to resume play from Game Over. There is no limit to the number of times the game can be continued.



TIME ATTACK MODE

In this mode, your score represents the time it takes to clear the game of computer opponents. A single match consists of eight fights, while a tag match requires five. The result will be displayed after clearing the game. If the total time ranks you in the top 10, your name can be entered.



VERSUS MODE

This mode allows players to fight against each other. You can choose from a single match or a tag match. Various fighting styles are possible by changing the host's and the number of settings in Options mode.

When the battle is over, a menu will be displayed.



AGAIN.
CHARACTER SELECT
QUIT

Repeat this battle under the same setting.
Return to Character Select screen.
Return to the title screen.

SURVIVAL MODE

This mode is one in which you fight against a succession of computer opponents until your health is depleted. Points are added according to the time that it takes you to clear a round and the items that appear during the game. The total score when the game is over determines your ranking. In this mode, your health recovers a certain amount after the completion of each round. The key point is to minimize damage while scoring the most points possible during battle. If the total score ranks you in the top 10, your name can be entered.

Surprise-attack combat OK.
You cannot Continue in this mode.
This game will finish or Time up or in this event of a Draw.



Items appear when you beat your opponent or when you deliver a Down attack to the opponent on the ground. Items will give you health or points. There are various different types of items, and each has a different effect. Items will disappear after a certain amount of time.

Danger Reach

If you set off a danger explosion during a game, in addition to earning 3,000 points, you will enter bonus time known as Danger Reach. During Danger Reach, you can increase your score significantly, such as by earning double the normal points for items or earning extra points for strikes and throws. Set off another danger explosion while you are in Danger Reach to continue Danger Reach status. Your ability to maintain Danger Reach will be a major factor in achieving high scores.

* There are many other ways to earn points, such as the bonuses that appear during

TAG BATTLE MODE

This mode allows you to form a tag team of two characters and conduct 1 two-on-two tag battle. Single players can play two tournaments against the computer, fight another player, or engage in battles of up to four players simultaneously.

Snip into attack combat OK.

You can combine tag teams in any way you choose, but you cannot select the same character twice for a tag team.

Entry

Use the directional pad to select the team you'd like to join. The team without any human players will be controlled by the computer.



Four-Player Simultaneous Play

Four players can enjoy tag-team battles simultaneously. A good combination of team members is the key to victory in four-player simultaneous play.

The number of potential players depends on the number of controllers connected to the controller ports.

A maximum of four controllers will be required. To play the game with two or more players, you'll need to purchase one or more controllers, which are sold separately.

Rules

Knock out both opponents to win. Use Options to adjust the number of hits.

TAG CHANGE

Q + Q Tag Change

Press F + P + K during a bout to switch a character in battle with a tag partner. Characters not engaged in combat will gradually recover their health. When a character has already been knocked out, he or she cannot be used again.

Tag Combo

When your opponent is floating or in critical status, you can perform a quick tag change. Press the skill, and your tag partner functions as a powerful unit.

Attack Change

Q + Q Attack Change

Q + Q Attack Change

The fighting character can switch places with his or her tag partner, which can then unleash an attack.

Down Attack Change

Q + Q Down Attack Change

By pressing Q + F + P + X while the opponent is down on the ground, the fighting character can switch places with his or her tag partner while the tag partner unleashes a Down Attack.

Tag Combo Attack

Press your L or R + Q Tag Combo Attack

In a tag battle, a tag combo attack can be performed by two characters. Either character can start a combo. The tag combo attack to be used depends on the combination of the two characters involved. However, the tag combo attack can't be used if one of the characters has been knocked out.



* Certain pairs of characters have their own special tag combo attacks.

TEAM BATTLE MODE

This mode allows you to form a team of up to five characters so that you can battle teens & girls' team. You can play against another player or against the computer.

SPARRING MODE

This mode allows you to learn the basic systems and techniques of the game, and to practice moves freely. Use it to train for real battles by practicing holds and developing original mid-air combos.

- This mode is for one player only.
- There are no KO's. You can continue training until you exit the mode.
- Press the START button on the sparring screen for the Sparring Mode Menu that allows you to change settings such as the behavior patterns of the COM. Use the directional pad to move the cursor and to select and change settings.



SPARRING MODE MENU

CONTINUE
COM 1st ACTION
COM 2nd ACTION

COUNTER
COMMAND MODE
COMMAND USE
RESET POSITION
CHARACTER SELECT
QUIT

Closes this menu and resumes sparring.
Sets the action of the computer character.
Sets the action of the computer character after it has been attacked.
Configures the counter setting.
Enables you to practice move combinations.
Displays the command list.
Returns the character to its initial position.
Returns to Character Select screen.
Ends sparring and returns to the title screen.

WATCH MODE

This mode allows the user to watch a computer-operated battle, which will continue until this mode is turned off.

- Physical strength and battle time are unlimited. However, the specified options will not be reflected in this mode.
- When you want to change characters, pause this game by pressing the START button and choose CHARACTER SELECT.
- Select QUIT to exit this mode.

OPTIONS MODE

This mode allows a player to change game settings to suit his or her preferences. For further details, see page 22, "Option Settings."



News Entry

If your score ranks in the top ten in the Team Attack or Survival modes, you can record your name.
You can view the ranking mode the RANKING menu > Display.

Option Settings

Players can select **OPTIONS MODE** from the Game Mode Select screen to reconfigure the game to suit their preferences.

GAME SETTINGS

These settings control the difficulty of the game and rules.

DIFFICULTY	Set the skill level (degree of difficulty) of computer opponents.
MATCH POINT	Set the number of rounds one must win to clear a stage.
LIFE GAUGE	Set the amount of health.
ROUND TIME	Set the amount of time for a single round.
DEFAULT SETTING	Return to default settings.
EXIT	Return to Options Mode screen.

* Some game modes don't allow you to change settings.

AUDIO SETTINGS

Settings for game sound.

MUSIC VOLUME	Set the music volume.
S.E. VOLUME	Set the sound-effect volume.
VOICE VOLUME	Set the character's voice volume.
SOUND TEST	Let you listen to the game's soundtrack.

LANGUAGE SETTINGS

These are the language settings for use in the game.

MENUS	Set the language for menus.
SUBTITLES	Set the subtitle language for use in the game.

CONTROLLER SETTINGS

These are the controller settings.

BUTTON CONFIG.	Configures the functionality of each button on the controller.
VIBRATION	Switches the vibration function on and off.
ANALOG BUTTON	Enables/disables the button's analog input.

VIDEO SETTINGS

These are the general settings for the screen.

REGULATOR	Set the gamma value, brightness and contrast.
ENDING MOVIE	Set the display mode for the movie on wide-screen television. (Applies only to wide-screen televisions.)

RANKING

You can check the rankings for Time Attack mode and Survival mode.

TIME ATTACK RANKING Displays the ranking for the Time Attack mode.

SURVIVAL RANKING Displays the ranking for the Survival mode.

CHARACTER RANKING Displays the frequency with which each character is used.

SOFTWARE INFO

Displays information on the DEAD OR ALIVE® 3 software.

EXIT

Exits the Options screen and returns to the Game Mode Select screen.

* Option settings are automatically saved to the hard disk.

* Do not turn off your Xbox console during saving.

Basic Battle Know-How

The techniques and tips below will help you win Dead or Alive 3 battles.

Defensive Position

When you are about to be knocked to the ground, press the P, K, or F button to adopt a defensive position and avoid going down.

* The defensive position cannot be used against some types of attacks.

Counters

Use the same type of attack as your opponent's - strike or throw - to execute a counterattack. A counter causes more damage to your opponent than a normal attack. In addition, when a sinko is used to counter a throw or a throw is used to counter a hold, an even more powerful high counterattack is launched, doing massive damage to your opponent.

Attacks and defense by the wall

With some strike moves, if you strike near the wall you can send your opponent toward the wall. Proper use of this move, such as putting some distance between yourself and your opponent, or forcing him or her toward the wall, will help turn the fight in your favor.

You can also release multiple attacks upon an opponent who still has not recovered from the hit against the wall.

Some throws change if used near the wall.

* Escaping from the Wall

When you are thrown against a wall, you will be helpless against it for a certain amount of time if you're still suffering from the damage.

In such a case, press ↑ or ↓ on your directional pad as you're getting up so that you lean against the wall at a slight angle as you get up.

Off the Edge

Stages such as "LOST WORLD" and "LORELEI" feature multiple levels. You can send your opponent off the edge by sinking or throwing him or her near the edges of these stages, or by the wall. Be aware that falling to the lower levels of these stages will result in damage. The key to winning is using free steps to position yourself in accordance with the layout of the stage.

* When you send an opponent off the edge, your character will jump down after him or her, but you will not receive any damage.

* The tiered structure will differ depending on the stage. You cannot fall off the edge in some places.

* Not all stages allow you to send your opponent off the edge.

Characters

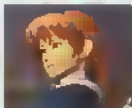
Dead or Alive 3 Legend

Symbol	Buttons Used	Meaning
	directional pad	Jump jump
	directional pad	Jump Press
	directional pad	←→ from neutral position
	directional pad	Sees-circle
	directional pad	Full circle
	X button	Place button
	V button	Punch button
	B button	Kick button
	Simultaneous push	When the player moves to the left and right at the same time
	Pause	Perform the moves to the left of the symbol, pause, and then continue with the moves to the right of the symbol

Instructions for keys apply when the characters are facing to the right

Kasumi

Kasumi is a kunoichi (female ninja) who was ordained as leader of the "Mugen Tenshin" style. Instead of accepting this position, she became a "runaway shinobi" so that she might avenge her brother, Hayate, who was partially paralyzed by DOATEC.



Day after day she is forced to defend herself from attempts on her life by highly skilled assassins. Then, one day, Kasumi learns that Hayate is to be at the DOA tournament. Though she finally meets her long-lost brother in this last tournament, it is impossible for a runaway shinobi ever to return home in peace.

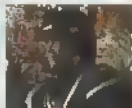
Nationality	Japanese	Attacks
Gender	Female	Brick-Arms-Swordplay
Birthday	February 22, Age 19A	Heavenly Hawk
Physical Type	A	Heaven Hawk
Height/Weight	5'2" 100 lbs	Heaven Hawk
Body size	163.5" 45.1" 43.3"	Heaven Hawk
Fighting Style	Mugen Tenshin Style Ninja Tenryu No	Heaven Hawk
Occupation	Leader of Ninjas	Heaven Hawk
Likes	Travelling to the world	Heaven Hawk
Hobbies	Travelling to the world	Heaven Hawk

Throws

Obi-Gate	100%
Heaven Hawk	100%
Heaven Hawk	100%
Heaven Hawk	100%
Heaven Hawk	100%
Heaven Hawk	100%

Ryu Hayabusa

Ryu, the modern super ninja, is the best friend of Kasumi's brother, Hayate. In the last tournament he successfully brought down Bankai-do - the feared Tengu of Destruction - who had brought chaos to the whole world. But before he allows himself to relax in a new era of relative peace, Ryu Hayabusa must enter the tournament again, this time to save the world from Geira, an evil being created by the DOATEC.



Nationality	Japanese	Attacks
Gender	Male	Heaven Hawk
Birthday	June 12, Age 22	Heaven Hawk
Physical Type	A	Heaven Hawk
Height/Weight	5'10" 150 lbs	Heaven Hawk
Body size	181" 45.1" 43.3"	Heaven Hawk
Fighting style	Hayabusa Style A, B, C	Heaven Hawk
Occupation	Chief of Ninja	Heaven Hawk
Likes	Travelling to the world	Heaven Hawk
Hobbies	Travelling to the world	Heaven Hawk

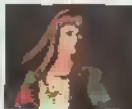
Throws

Koban-Naga	100%
Hayabusa-Geri	100%
Geri-Ei	100%
Heaven Hawk	100%
Heaven Hawk	100%
Heaven Hawk	100%

Mitomi

Hitori is the daughter of a Japanese mother and a German karate master. She has been practicing karate under her father's tutelage since she was just a child. Hitori has always wanted to fight in DGA in order to test her formidable skills against the real world, and her father has finally allowed her to participate.

"There must be many powerful opponents in this world," Hironi tells herself, as she begins practicing her craft with a new degree of enthusiasm.

[illegible]

Zock

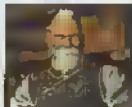
Zack, the funky dude who taught himself Muay Thai, returns to DOA. One day, after spending all his winnings on the last DOA tournament, Zack realizes he has a problem. He has forgotten to do what he always wanted to do - enjoy the many pleasures of a Las Vegas vacation!

*np, Zack is back in his combat mode, heading for DOA

[illegible]

Gen Fu

Gen Fu fought in DOA to obtain the money needed to cure his sick granddaughter, Mei Lin, who was suffering the ravages of a rare disease. Thanks to the prize money, Mei Lin is growing better and better every day. However, one last surgery, which will require a vast sum of money, is needed to cure her completely. To save the life of his granddaughter, Gen Fu fights once again.



Nickname	Character	Attacks
Gender	Male	<u>Hakujin Kenpo</u> 白鳩拳 <u>Genchi Jiu Jiu</u> 根地柔柔
Birthday	January 5, age 35	<u>Te-Sna</u> テスナ
Blood Type	A	<u>Oda</u> オダ
Height/Weight	177", 172 lbs	<u>Mugen Kenpo</u> 無限拳 <u>Sen Shirogi</u> 仙白旗
Rank star	33rd Year 1st	<u>Senpu Ho</u> 仙風浩
Fighting style	3rd Lucha Libre	<u>Sen-Senpu</u> 仙仙風 <u>Senpu-Senpu Te</u> 仙風仙風手
Occupation	Bookstore owner	<u>Senjin Kenpo Tai</u> 仙陣拳太
Likes	White Deer	<u>Jalashin</u> ジャラシン <u>Kyaku-Kyaku</u> 脚脚
Hobbies	Fishing	<u>Soba</u> ソバ <u>Yaku-Senpu</u> やく仙風 <u>Braking Soba</u> ブレーキソバ <u>Soba-Kyaku</u> ソバ脚
		Throws <u>Kiku</u> キク <u>Kiku-Sen-Gui</u> キク仙鬼 <u>Uppin-Kuchigami Ho</u> ウピンくちがみ浩 <u>Bigaku</u> ビガク

Brad Wong

One day, the old master Chen, great teacher of Zui Ba Xian Quan, says to Brad, "Bring me the legendary drink. The name is 'Genra.'"
 These words are a riddle to Brad Wong, and he begins his journey in search of the mysterious "Genra."
 After three years of wandering, he finds himself in a fighting tournament.



Nickname	Character	Attacks
Gender	Male	<u>Ben-Senpu</u> ベン仙風 <u>Ben-Chinwa</u> ベンチンワ
Birthday	September 10, age 30	<u>Kassaku Yaguri</u> カサクヤグリ
Height/Weight	6' 148 lbs	<u>Senshi</u> センシ <u>Ben-Senpu</u> ベン仙風 <u>Ben-Kichibu</u> ベンキチブ
Body size	185" 155" 145"	<u>Ben-Senpu</u> ベン仙風 <u>Zen-Jiki</u> ゼンジキ <u>Senpu-Zenpu</u> 仙風仙風
Fighting style	Zui Ba Ken Qu	<u>Kaku</u> カク
Occupation	Rehearse	<u>Kaku</u> カク
Like	Dancing	<u>Kaku</u> カク
Address	Game of Go, Chinese Temple	<u>Taiho-Genpu</u> タイホゲンフ <u>Ben-Ken-Senpu</u> ベンケン仙風 <u>Kosaku</u> コサク
		Back Facing Attacks <u>Kaku-Gaku</u> カクガク <u>Saku-Waku</u> サクワク <u>Jaku-Kaku</u> ジャクカク
		Throws <u>Senshi</u> センシ <u>Toku-Ken</u> トクケン <u>Flan-Senpu</u> フラン仙風

Tina Armstrong

Tina is a superstar in the world of women's wrestling, and the only daughter of the professional wrestler Bass. She is a woman of boundless ambition who thirsts for even greater fame and celebrity. Although she finally made her debut as a model following the last tournament, she now wants to be an actress. So, Tina decides to enter DOA one more time.



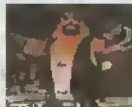
Nationality	Age	Height
Canadian	27	5'7"
Birthday	December 1	Age 27
Model Type	Q	
Height/Weight	5'5" 120 lbs	
Body Type	BTT W44 143	
Fighting Style	Pro Wrestling	
Occupation	Pro wrestler	
Likes	Seaholm	
Dislikes	Cybering when drunk	

Throws

Chain Swing	100%
Iron Horse	100%
Front Four Leg Kick	100%
Cross Spiral Kick	100%
Diamond Lunar	100%
Shining Wizard	100%

Bass Armstrong

Bass is an undefeated bad guy professional wrestler. Although Bass Armstrong has already retired from his job, he enters DOA to stop his daughter Tina from winning the tournament. Bass loves his daughter very much, but he has always worried Tina to become a professional wrestler. Hearing that Tina now wants to be an actress, he is extremely upset. Hey, I don't remember allowing you to become a model. Okay, young lady, you're grounded!



Nationality	Age	Height
Canadian	40	6'0"
Birthday	July 2	Age 40
Model Type	Q	
Height/Weight	6'0" 240 lbs	
Body Type	BTA W230 251	
Fighting Style	Pro Wrestling	
Occupation	Pro wrestler	
Likes	Seaholm's daughter	
Dislikes	Pro Wrestling	

Throws

Adrenaline Driver	100%
Super First	100%
YFB	100%
Big Bomb	100%
Carling Hammer	100%
Big Up	100%

Leon

Rolando, a woman thief of the Silk Road, died saying, "The man I love is the strongest man in the world." In order to justify his lover's last words, Leon entered the last DOA, only to be defeated. With memories of Rolando still haunting him, Leon declares, "I shall win this time," pledging his all upon the grave of a woman whose body lies buried beneath the desert floor.



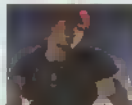
Nationality	Race	Attack
Gender	Male	Storm Hammer
Birthdate	March 17, age 42	High Foreback
Birthplace	Martha's Vineyard	Smash Gate Uppercut
Build Type	B	Electric Fan
Height/Weight	6'4" 202 lbs	Shoulder Tackle
Body size	55" W32" H32"	Solid Cannon
Fighting style	Welterweight Arts	Gate Uppercut
Occupation	Mercenary	Knee Kick
Items	None	Singular Lock Head
Hobbies	Gardening	Trip Mine Hammer
		Flame Hammer
		Arm Grapple
		Repeating Double Hammer
		Body Slam
		High Kick Double

Throws

Mount Punch	1	1
Shoulder Breaker	1	1
Desert Arm Bar	1	1
Crazy Crash	1	1
Calapult Throw	1	1

Bayman

This professional assassin acquired his commando-style martial arts in the military. Donovan, who once requested the task of assassinating Fanie Douglas, sent a sniper to dispose of Bayman, but Bayman easily quashed this feeble attempt on his life. In retaliation against his former client, Bayman decides he'll show up at DOA.



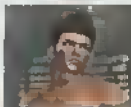
Nationality	Race	Attack
Gender	Male	Scrubbed Elbow
Birthdate	October 10, age 37	Scrub Uppercut
Build Type	B	Scrub Shot
Height/Weight	6'0" 237 lbs	Seductioner
Body size	65" W32" H32"	Fire Waller
Fighting style	Russian Martial Arts	Charmant Velt
Occupation	Assassin	Blind Love Linger
Items	See 130m	Flame Hammer
Hobbies	Chess	Scrub Foot Kick
		Solar Show Up
		Groundball Shot
		Ground Foot Hammer
		Storm Head Toss
		Claw on Feet
		Twin Birds

Throws

S.T.F	1	1
Jail Lock Knee	1	1
Overboarder Cling	1	1
Crazy Crown	1	1
Ground Submission	1	1

Jann Lee

Janus Leo, the lightest without a cause,
still walks a lonely path
Though the reputation of Janus Leo -
the Dragon, as he is called - is universal,
his search for a stronger enemy never
ends. His presence is still prominent
in DGA, and his battle cry can still be heard

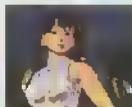


Age/sex	Female	Attacks	Dragon Cannon	
Gender	Male	Dragon Fire	🔥	
Ranking	November 27, age 20	Dragon Beam	🔥	
Blood Type	B	Body Uppercut	🔥	
Height/Weight	5'8" 145 lbs	Dragon Spine Kick	🔥🔥	
Body Size	0 12" 34 1/2" 43 1/2"	Dragon Bites	🔥	
Heightening style	Asai Kuro Chō	Dragon Knuckle	🔥🔥	
Occupation	Bourne	Dragon Storm	🔥🔥🔥	
		Twice High	🔥🔥	
Occupation	Bourne	Dragon Kick	🔥	
		Shake Upper Kick	🔥🔥	
Class	Hardcore	Dragon Spine Strike	🔥🔥	
Address	Washington, DC	Sharp Spine Kick	🔥🔥🔥	
		Dragon Sense	🔥🔥	
		Dragon Strike	🔥🔥	
		Dragon Flame	🔥🔥🔥	
		Throws		
		Dragon Gunna	🔥🔥🔥	
		The Way of the Dragon	🔥🔥🔥	
		Buddhism Hand Lock	🔥🔥🔥	
		Front Kick Lock	🔥🔥🔥	
			🔥🔥🔥	

Leifang

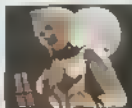
...ever since Jenn Lee saved her from a gang of thugs, she has entered DOA to test her skills against his. Jenn Lee has demonstrated his superior skills in the last two tournaments, but Larkwing won't let that stop her.

"This time, This time, I am going to beat him!"

[illegible]

Christie

Possessed of all the characteristics required of an assassin, this cold-blooded woman has undergone the ultimate adaptation - ascending in the art of Sha Quan, which she employs to its fullest. Christie has been hired by Donovan, leader of DOATEC's anti-Douglas faction, and enters DOA in order to keep an eye on Helena.



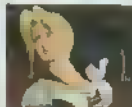
Nationality	English	Attacks
Gender	Female	Judo-Bentley
Birthday	December 12 age 24	Shin-Sora Shiro
Weight Type	A	Dokuge-Mangaki
Height/Weight	5'10" 125 lbs	Shin-Sora Shiro
Body Type	ALT 1/73 1/15	Dokuge-Mangaki
Signature Style	Sha Quan	Shin-Sora Shiro
Occupation	Assassin	Dokuge-Mangaki
Weapon	Samurai Sword	Shin-Sora Shiro
Weakness	Clawing	Dokuge-Mangaki

Threat

Dokuge-Mangaki	1/100
Dokuge-Mangaki	1/100
Shin-Sora Shiro	1/100

Helena

Helena is the illegitimate daughter of the coupling between Fane Douglas, leader of DOATEC, and his mistress. Whether she likes it or not, she is dragged into the stormy conspiracies within the huge DOATEC organization as the only living stepdaughter of Douglas. Captured at last by the anti-Douglas faction of DOATEC, Donovan challenges her to win in the DOA tournament. She really wants the truth, she has no choice but to fight.



Weight	Height	Attacks
120	160cm	Shin-Sora Shiro
Weight	January 10 age 21	Shin-Sora Shiro
Weight Type	A	Shin-Sora Shiro
Height/Weight	5'11" 125 lbs	Shin-Sora Shiro
Body Type	ALT 1/73 1/15	Shin-Sora Shiro
Signature Style	Sha Quan	Shin-Sora Shiro
Occupation	Assassin	Shin-Sora Shiro
Weapon	Samurai Sword	Shin-Sora Shiro
Weakness	Clawing	Shin-Sora Shiro

Bokuto Attacks

Shin-Sora Shiro	1/100
Shin-Sora Shiro	1/100
Shin-Sora Shiro	1/100

Threats

Shin-Sora Shiro	1/100
Shin-Sora Shiro	1/100
Shin-Sora Shiro	1/100

Hayate

Hayate is the brother of Kasumi and Ayana, and also the 18th leader of the "Mugen Tonshin" style. He was the subject of DOATEC's experimental superhuman project (Project Epsilon), in which he lost his memory. But, in this last tournament, he recovered his memory and was officially ordained as leader of the Mugen Tonshin style. He is now set to enter DOA again in order to defeat Genra, the superhuman created as a puppet of DOATEC's Project Omega.

[illegible]

4500

Yayoi is a half-sister of Koumei and Hayate. Yayoi's former teacher and foster parent, Gonra, the leader of the Mugen Tonahin style in Hayai Mun, has disappeared. Yayoi, now the most powerful Shokubi in Hayai Mun, learns that Gonra has been turned into a puppet by DQATEC and its distasteful Omega Project. Seeing what has become of her beloved father figure, Yayoi realizes that fate commands her to end Gonra out of his misery.

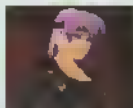
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